October 14 2026

T A U R A N G A C L A S S I C G A M E R E G U L A T I O N S

VALUES

HoopNation's founding principle 'Let players play'.

FIBA Rules Apply with the following HoopNation Amendments:

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CONDUCT

1.0. Zero Tolerance Of Abusive Language Or Threatening Behaviour

1.1. The safety of all is our paramount principle.

1.1.0. Behaviour that is deemed to be abusive or threatening is totally unacceptable. This not only includes players, coaches, and managers, but also supporters towards other teams, officials, bench crews and staff.

1.1.1. This includes postings on social media

1.2. Failure to comply with this principle may result in ejection from the venue, issuance of trespass orders, notification to police, and bans from future events.

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REGISTRATIONS

2.0. Consents For Release of Image:

2.1. By registering, individuals and teams agree for their image to be used by HoopNation and partners, which may include livestreaming:

3.0. Team Entries Restrictions:

3.1. Academies and clubs can register teams in multiple divisions but are limited to enter only one team per division.

4.0. Rosters:

4.1. Minimum of eight players per team.

4.2. No maximum.

4.3. There are no restrictions to the number of registered players that are able to take the court in a single game.

4.4. Players only registered to their team can play for their team.

4.5. All youth teams must furnish a coach.

4.6. Adult teams are not required to furnish a coach but must register a 'player/coach'.

4.6.0. In the event of an altercation on court, the player/coach may assist officials in their role as coach, however they must adhere to all officials' instructions.

4.61. In the event that the player/coach is the antagonist in a dispute or altercation, they forfeit their role as coach to address officials or bench personnel for the remainder of the game being played.

4.6.3. No other player can assume the role of coach if the player/coach has forfeited this role in any one game due to their behaviour.

5.0. Age Eligibility:

5.1. Determined by their age on the last day of the tournament.
5.1.0. Example: 18U - is an athlete 18 years or under as of the last day of the event.
5.2. Youth playing in adult divisions:
5.2.0. Must be 16 years or over on the first day of the event.

6.0. Skill Eligibility:

6.1. The placement of teams and athletes in youth Development and adult Social divisions is based upon honesty.
6.2. Representative or National Age-Group Athletes:
6.2.0. Are eligible to play in adult Elite or A-League divisions.
6.2.1. Are eligible to play in Development divisions in an age group above their own.
6.2.2. Are ineligible to play in Development divisions in their own age group.
6.2.3. Breaches will result in the team being awarded a forfeit.
6.2.4. Exemption: selection after registration
6.2.4.0. A player's status under 6.2 is determined as at the close of registrations on 31 August 2026.
6.2.4.1. A player who was not a Representative or National Age-Group Athlete at the close of registrations, and who was registered to their team before the date of their selection, remains eligible to play for that team in its Development division if they are later selected to a representative or national age-group team.
6.2.4.2. The team must notify the Tournament Director in writing before the player's first game of the event, giving the player's name, the representative team, and the date of selection.
6.2.4.3. The Tournament Director will confirm the exemption in writing. A player with a confirmed exemption is not an ineligible player under 6.2.3 or 19.1.3.
6.2.4.4. A protest under 27.1.2 against a player with a confirmed exemption may only challenge whether the conditions in 6.2.4.1 were met.
6.2.4.5. The exemption applies only to the team the player was registered to. It does not apply to players added to a roster after their selection, including replacement players under 8.1.
6.3. Coaches wanting to challenge a player formally in the Development division must follow the protest procedure.
6.4. Men's and Women's Elite Restrictions:
6.4.0. Open to any number of professional and amateur athletes.
6.5. Men's A-League Restrictions:
6.5.0. No NBL [or similar] registered players within the current season, regardless of minutes played.

7.0. Playing Multiple Divisions:

7.1. An athlete can play in two (2) divisions under the following conditions:
7.1.0. They meet any age requirements of both divisions.
7.1.2. They have registered and paid for both divisions.
7.1.3. Players are able to 'play up' - for example a development player can play in A-League or Elite.
7.1.4. They play in the correct team uniform.
7.1.5. A team that plays an athlete from another division without meeting the above conditions will cause the team to forfeit classification points of all games played where this violation occurred.

8.0. Replacement Players:

8.1. Replacement Players [due to injury or other emergency]:
8.1.0. Tournament Director must be notified of and approve any replacement:
8.1.0.0. If a replacement player takes the court without notification to the Tournament Director the team will forfeit the game.
8.1.0.1. Replacement players can only be added during pool play.
8.1.1. From an existing registered player:
8.1.1.0. Must be from within the same academy or club.
8.1.1.1. Must meet any age restrictions.
8.1.1.2. Must wear the correct team uniform.

8.1.1.3. Pro-rata registration fees apply.

8.1.2. From a non-registered player:

8.1.2.0. Must meet all of the above.

8.1.2.1. Must play in the uniform of the replaced player.

8.1.2.2. Pro-rata registration fees apply.

8.1.3. Replacement players can 'play up' from a lower skill division to a higher, but not 'play down' from a higher skill division to a lower. The Tournament Director is the final arbiter of this.

8.1.4. The replaced player cannot return to the event.

EQUIPMENT

9.0. Uniforms

9.1. Team A plays light strip, occupying the left-hand side.

9.2. Team B plays dark strip, occupying the right-hand side.

9.3. Teams must wear their full one-colour kit.

9.4. Mouthguards are not compulsory but highly encouraged.

9.5. Compression tops [short or long sleeve], leggings, shooting sleeves must be plain, one solid colour either black or white.

9.5.0. All team members must wear the identical colour.

9.6. No tee shirts to be worn under playing jerseys.

9.6.0. Exception: if due to a medical condition or religious belief.

10.0. Clock

10.1. Four (4) x 10 minute quarters.

10.1.0. One (1) minute quarter period breaks.

10.1.1. One (2) minute half break.

10.1.2. Running clock.

10.2. Stop the clock for the last three (3) minutes of the 4th quarter only.

10.3. Eight (8) second count to progress the ball from the back to the front court

10.4. All rounds begin on time [60 minute intervals].

10.4.0. Some teams will be affected by this and will have minimal warmup time due to extra periods of play.

10.5. Team delays.

10.5.0. If a team is not on time to start their scheduled game, they will be penalised one [1] point per minute while absent to a maximum of 15 points [15 minutes].

10.6. Deliberate delays.

10.6.0. From a time out

10.6.0.0. The official may at their discretion restart the play without the delaying team being on court.

10.6.0.1. If possession of the ball has been awarded to the team that is delaying, and they have not complied to retake the court in a timely manner as judged by the officials, then possession can be awarded to the defensive team, and play can start without the offending team on court.

10.6.1. Coaches engaging officials

10.6.1.0. At the discretion of the official they may award possession to the opposing team, or award a technical foul on the coach.

10.6.1.1. At the discretion of the official they may

- Stop the clock
- Award possession to the opposing team
- Award a technical foul on the coach

11.0. Game Balls

11.1. All womens, girls and 12U boys teams play size 6

11.2. All other mens and boys teams play size 7

11.3. If a game ball is not supplied.

11.3.0. Please bring a preferred game ball to play your games.

11.3.1. Officials will request the preferred game ball from both teams and determine which of the two will be used in play.

11.3.2. Officials will do their best to return the game ball to the owning team, but it is the sole responsibility of the team to retrieve the ball at the end of the game [HoopNation is not liable for any lost balls].

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GAME PLAY

12.0. Defensive Systems

12.1. Zone defense is permissible for all divisions.

12.2. Mercy Rule

12.2.0. When a team leads by 20 points or more, that team must not apply any full-court defensive system, man to man or zone, for as long as the lead is 20 or more. The team may defend from its own half-court line back. The rule applies to the leading team only. It lifts automatically if the lead drops below 20, and applies again if the lead returns to 20 or more.

12.2.1. The officials will tell the coach when the rule is in effect. One warning will be given. Any further breach is a technical foul charged to the coach, FIBA Article 36, with the standard penalty. A second technical foul charged to the coach disqualifies the coach in accordance with FIBA Article 36.3.3.

13.0. Timeouts

13.1. One (1) 60 secs per quarter (non-cumulative).

13.2. Or two (2) 30 secs per quarter (non-cumulative).

13.3. An athlete in possession of the ball can call for a timeout.

13.3.0. Officials will confirm the duration of the timeout via the coach.

13.3.1. Options are 30 seconds or 60 seconds.

13.4. Timeouts can be called between free throws.

13.5. Timeouts can only be called after a basket has been made by the team in possession of the ball.

13.6. Clock does not stop during regular play.

13.7. During the 4th quarter stop-clock period, clock stops during time outs.

13.8. A timeout cannot be called for in, or extend into the last three minutes of periods 1, 2 or 3. This means that if the clock shows 3:20 seconds, and a timeout is called, then the timeout expires on the minute, using only 20 seconds.

13.9. Calling a timeout that has been exhausted:

13.9.0. If a team calls a time out that they are not entitled to they will be given a warning, a second infringement will result in a technical foul.

13.9.1. If an illegal timeout is awarded this will result in a technical foul.

13.10. Inbounds after a timeout:

13.10.0. Possession will resume in either the back or front court when the timeout was called.

14.0. Free throws

14.1. Two offensive and four defensive players are eligible to enter key lane lines during free throws.

14.1.0. Positions 1 and 2 on the lower block are designated to the defense, positions 3 and 4 on the midblock are designated to the offense.

14.1.1. Positions 5 and 6 on the upper block are designated to the defense.

14.2. On shooting fouls

14.2.0. 1 + 1 for field goals.

14.2.1. 1 + 1 + 1 for three point attempts.

14.2.2. 1+1 up until the 5th team foul.

14.3 Bonus

14.3.0. Flag goes up on the 5th foul indicating the next shooting foul is 2 shots.

14.3.1. From the 6th team foul and every subsequent foul is 2 shots.

15.0. Substitutions:

15.1 Substitutions can occur between free throws.

15.2. No substitutions after a basket has been made.

16.0. Extra Periods Of Play

16.1. During Regular Pool Play:

16.1.0. One (1) minute restart.

16.1.1. Two (2) minutes stop the clock.

16.1.2. Possession arrow.

16.1.3. No time outs.
16.1.4. Double Overtime:
16.1.4.0. One (1) minute restart.
16.1.4.1. Jump ball possession.
16.1.4.2. Golden Point.
16.1.4.3. No timeouts.

16.2. During Semis And Finals:
16.2.0. One (1) minute restart.
16.2.1. Two (2) minutes stop the clock.
16.2.2. Possession arrow.
16.2.3. One (1) timeout awarded to each team.
16.2.4. Double Overtime:
16.2.4.0. One (1) minute restart.
16.2.4.1. Possession arrow.
16.2.4.2. Two (2) minutes stop the clock.
16.2.4.3. One (1) timeout awarded to each team..
16.2.5. Triple Overtime:
16.2.5.0. One (1) minute restart.
16.2.5.1. Jump ball possession.
16.2.5.2. Golden point.
16.2.5.3. No timeouts.

16.3. Games Following Overtime
16.3.0. Teams may be affected by extra periods of play impacting the length of warmup.
16.3.0.0. At the discretion of the Tournament Director, subsequent start times and length of breaks may be adjusted to accommodate a brief warm-up and to ensure games are on time.

17.0. Technical & Unsportsmanship Fouls

17.1. Any player or coach who receives a total of two (2) technical fouls or un-sportsmanship fouls in any combination is removed from the game.
17.2. Any team that accumulates three (3) technical fouls in a single game will lose by default.
17.3. Altercation:
17.3.0. In the unlikely event of an altercation, only the coach and manager are permitted to leave the bench without penalty if they are assisting officials.
17.3.1. Any players who leave their bench and enter the court regardless of their intent will not be able to resume play. Players must stay on their own team bench.

18.0. Game Lost By Default

18.1. A team shall lose a game by default if:
18.1.0. During the game, the team has fewer than two (2) players on the playing court ready to play.
18.1.1. Or the team accumulates three (3) technical or unsportsmanlike fouls in the game.
18.2. Penalty:
18.2.0. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
18.2.1. If the team to which the game is awarded is not ahead, the score shall be recorded as 20 to 0 in its favour.
18.2.2. The team awarded the win shall receive 2 classification points
18.2.3. The defaulting team shall receive 0 classification points.

19.0. Game Lost By Forfeit

19.1. A team shall lose a game by forfeit if:
19.1.0. The team is not present or is unable to field five (5) players ready to play 15 minutes after the game is scheduled to begin.
19.1.1. The team's actions prevent the game from being played.
19.1.2. The team refuses to play after being instructed to do so by the Tournament Director.
19.1.3. The team fields a player[s] who is ineligible to play.
19.1.4. For men’s and women’s social, and all youth divisions only: failure for a team’s designated official to officiate the prescribed game[s] will result in a corresponding game recorded as ‘forfeit’. The forfeited game will be determined by the Protest Committee.

19.2. Penalty:
- 19.2.0. The game is awarded to the opponents and the score shall be 20 to 0.
- 19.2.1. The team awarded with the win shall receive 2 classification points
- 19.2.2. The forfeiting team shall receive 0 classification points.
- 19.2.3. If the forfeit is due to force majeure the forfeiting team shall receive 1 classification point.

TEAM RESPONSIBILITIES

20.0. Bench Duties

20.1. Men's and Women's Elite divisions will have bench personnel supplied.

20.2. Men's A-League, Men's and Women's Social, and all youth divisions are required to supply two personnel to bench the game that they are playing.

20.3. Both teams are required to furnish two personnel.
- 20.3.0. Team A leads the bench crew meaning that Team A designates roles and is the sole arbiter with officials.
- 20.3.1. It is suggested that Team A and Team B hold one of either responsibilities for the score sheet and the score.
- 20.3.2. If Team Bs addition to the bench is disruptive, then the Team A Leader can request their removal, this will be done through one of the officials. Failure to comply will result in a technical foul upon the coach.

21.0. Social and Youth Divisions Designated Officials

21.1. Men's and women's social teams, and all youth team teams and clubs are required to furnish a designated official, affiliated to their team or club, who will officiate as directed by the Officials' Manager. Men's Elite, Women's Elite and Men's A-League teams are not required to furnish a designated official and are not counted toward this requirement.

21.2. Clubs and academies [two or more teams under the same name] are required to furnish designated officials based upon the number of club teams as defined in the schedule below.
- 21.2.0. Two [2] club teams = one [1] official required
- 21.2.1. Three [3] to four [4] club teams = two [2] officials required
- 21.2.2. Five [5] to six [6] club teams = three [3] officials required
- 21.2.3. Seven [7] to eight [8] club teams = four [4] officials required
- 21.2.4. Nine [9] to ten [10] club teams = five [5] officials required
- 21.2.5. Eleven [11] or more teams = the number of club teams divided by two [2], rounded up to the next whole number

21.3. The designated official:
- 21.3.0. Skills and experience must be commensurate or better than the division they are affiliated to.
- 21.3.1. Is expected to be rostered up to three [3] games per day.
- 21.3.2. Requests by the Officials' Manager to officiate games over the maximum of three [3] games on any day will be negotiated without bias or prejudice. No team penalties will be incurred if they decline.
- 21.3.3. Can also be the designated official for more than one [1] team, but the volume of games they are required to do will increase proportionally to the number of teams designated to them. The maximum number of teams designated to one official will be no more than two [2].
- 21.3.4. Must supply their own [Fox40] whistle.
- 21.3.5. Will be provided with a roster.
  - 21.3.5.0. Are responsible for checking the roster, any missed games will result in penalties to their designated team.
  - 21.3.5.1. Will not officiate their designated team's games.
  - 21.3.5.2. Can make requests to be available to see their designated team play, and such requests should be directed to the Officials' Manager. However,

despite best efforts, all designated officials should expect that some or all of their rostered games to officiate may clash with their team's games.

21.3.6. Package:

21.3.6.0. Will be provided with an official's uniform [top only], and is required to supply their own non-branded black pants or shorts.

21.3.6.1. Will be provided with refreshments daily.

21.3.6.2. Will be paid the rate set for the event, for each game officiated. Payments will be bank deposit, paid within ten [10] days of the event's end.

21.4. Penalties:

21.4.0. If a team does not furnish their affiliated official[s], they shall forfeit an equal number of games for every missed game scheduled to be officiated [see 19.1.4.].

21.5. Injury or emergency:

21.5.0. If an official is injured and can no longer officiate, or leaves due to emergency:

21.5.0.0. The official and their team is responsible for finding a suitable replacement.

21.5.0.1. If a replacement is not found, and at the discretion of the Officials' Manager and Tournament Director, or equivalent, the designated team[s] may be penalised with forfeit games being awarded against them.

21.6. Officials who are under 16 years of age:

21.6.0. Are the sole responsibility of the team and management to whom they are associated with, this means that:.

21.6.0.0. They are prohibited from the officials' accommodation.

21.6.0.1. Must secure their own transportation to and from venues.

21.7. Paid Replacement:

There is an option available for teams to pay for a replacement official, these options are limited.

21.7.0. Fee $550

21.7.1. Priority will be given to international and South Island teams, and on a case by case basis via refs@hoopnation.basketball.

21.7.2. Clubs and academies are limited to one [1] paid replacement official. Remaining designated officials required under 21.2 must be furnished by the club.

MANAGEMENT

22.0. Draw

22.1. The draw is considered finalised at the technical meeting.

22.1.0. If however, changes are required to the draw post technical meeting, the Tournament Director will inform teams directly affected by the changes, via email.

23.0. Games Played:

23.1. Minimum of five [5] games.

23.2. This may change due to a late team-withdrawal.

24.0. Classification Points

24.1. A win is awarded two [2] classification points

24.2. A loss is awarded one [1] classification point

24.3. Forfeiting or defaulting teams are awarded zero [0] classification points

25.0. Tie Breaks

25.4. Three way tie

25.4.0. In the event of a three way tie; quotient values are calculated to break the three way tie, and the head to head result is then used to break the two way tie of the remaining two teams.

25.4.1. The quotient value formula is total points 'for' divided by total points 'against' amongst the three teams in the tie, no other results are included.

25.4.1.0. The product of this calculation is the quotient measured to three (3) decimal places.

25.4.1.1. The team with the highest quotient value will be awarded 1st to break the three-way tie.

25.4.1.2. The quotient value is only used to break the three way tie, the quotient values of 2nd and 3rd are not rankings and so are therefore irrelevant.

25.4.1.3. In the event that two (2) teams share the same quotient value for first place in the tie, the quotient is re-measured to nine (9) decimal places, and if the values are still the same, the head to head result between the two will break the tie.

25.4.2. Of the remaining two teams their head to head result will then break their tie.

25.5. Two way tie

25.5.0. In the event of a two way tie; the head to head result will determine the final rankings.

Quotient Example

Teams A, B and C have identical classification points after pool play.
Results of the games played only between the tied teams determine the quotient value, all other pool results are excluded.
Quotient = sum of scores for (made by team) divided by (/) sum of scores against (by opponents).

Team A (score 83) vs. Team B (score 82)	= 162 (83+79) / 167 (82+85)	= 0.970
Team B (score 67) vs. Team C (score 65)	= 149 (82+67) / 148 (83+65)	= 1.006
Team C (score 85) vs. Team A (score 79)	= 150 (65+85) / 146 (67+79)	= 1.027

Team C has the highest quotient value and breaks the three-way tie.
Team A and Team B are now in a two-way tie which is determined by the head to head result of the game between tied teams, which in this example is Team A (83 vs 82).

26.0. Pathways and Finals

26.1. The pathway for each division is set by the number of teams entered and is published with the draw. Every quarter-final, semi-final and final is a fixed crossing of pool positions, as printed on the draw. Pool positions are decided on classification points (24.0) and tie breaks (25.0).

26.2. Conferences: divisions of twenty-two (22) or more teams.

26.2.0. The division plays as two conferences, Pools A and B, and Pools C and D, each with its own final and its own champion. There is no final between the two conferences. The draw shows whether a conference plays semi-finals.

26.2.1. Where the draw shows conference semi-finals, the top two in each pool play them, 1st in one pool against 2nd in the other; the semi-final winners meet in the conference final.

26.2.2. Where the draw shows no semi-finals, the two pool winners meet in the conference final.

26.3. Four pools: divisions of sixteen (16) to nineteen (19) teams.

26.3.0. Every team plays a quarter-final. 1st and 2nd in each pool go to the championship quarter-finals, paired Pool A against Pool B and Pool C against Pool D, 1st against 2nd. The four winners play semi-finals, and the semi-final winners meet in the final.

26.3.1. 3rd and 4th in each pool play through for places 5th to 16th.

26.3.2. Where a pool has five (5) teams, the fifth-placed team plays a placing game. In a division of seventeen (17) teams the fifth-placed team plays the loser of the last quarter-final for 17th. In a division of eighteen (18) teams the two fifth-placed teams

play each other for 17th.

26.3.3. In a division of nineteen (19) teams the fifth-placed teams in Pools C and D play each other; the winner plays the fifth-placed team in Pool B for 17th, and the loser of the first game is 19th.

26.4. Two pools of five: divisions of ten (10) teams.

26.4.0. 1st to 4th in each pool go to cross-pool quarter-finals, 1st against 4th and 2nd against 3rd, then semi-finals and the final. The two fifth-placed teams play for 5th.

26.5. Two pools: divisions of eleven (11) to fifteen (15) teams.

26.5.0. The top two in each pool play crossover semi-finals, 1st in one pool against 2nd in the other; the semi-final winners meet in the final.

26.6. Single pool: divisions of five (5) to eight (8) teams.

26.6.0. Every team plays every other team. The top two on the table meet in the final.

26.6.1. In a division of five (5), 1st to 4th play semi-finals, 1st against 4th and 2nd against 3rd, before the final; the fifth-placed team plays the loser of the first semi-final for 5th.

26.7. Placing games.

26.7.0. Some pools of five (5) play additional placing games so that every team reaches the minimum of five (5) games (23.0).

26.7.1. Placing games and 5th and 17th place games do not affect pool standings or qualification.

27.0. Protests

27.1. A team may file a protest if they believe that their interests have been adversely affected by:

27.1.0. An error in scorekeeping, timekeeping, or shot clock operations which was not corrected by the officials.

27.1.1. A decision to forfeit, or default the game.

27.1.2. A violation of the applicable eligibility rules.

27.2. In order to be admissible, a protest shall comply with the following procedure:

27.2.0. The captain of the team shall, no later than 30 minutes following the end of the game, inform the Venue Manager that their team is protesting against the result of the game and sign the scoresheet in the protest field.

27.2.1. The team shall submit the protest in writing no later than 30 minutes following the end of the game.

27.2.2. A fee of $550.00 shall be applied to the protest and shall be paid prior to the protest being investigated.

27.2.2.0. If the protest is upheld then the $550.00 shall be refunded.

27.2.2.1. If the protest is rejected it shall be forfeited.

AMENDMENTS

28.0. Amendments To The Game Regulations

28.1. HoopNation reserves the right to make adjustments, to add or delete amendments to any regulation without prior notification.